

THE LONG, LONG ARM OF THE LAW!

PROG 455
1 FEB 86

2000 AD

FEATURING **JUDGE DREDD**

\$1.60 Malaysia
70c Australia
10c New Zealand
68g Mercury
21g Venus
59g Mars
10g Asteroid Belt
11g Saturn
2g Pluto
42g Neptune

24p
EARTH
MONEY

IN ORBIT
EVERY
MONDAY

OMAR'S
PUTTIN' THE
SQUEEZE
ON!



NERVE CENTRE

BORAG THUNGG, EARTHLETS,

I am the bearer of bad news, good news, and absolutely ghafflebette news. First, the bad news: this week's episode of "Tomb Of Terror" sees my innovative adventure game reach new depths of danger. The monsters you are about to meet are even more terrifying than before, and you must be prepared to fight for your very lives. You have been warned! The good news – in case it hasn't reached the remote hamlet where you live – is that the Terran newspaper *The Daily Star* is now printing the adventures of *Judge Dredd* every single day of the week, including Saturdays, in a mega-length serial about life in Mega-City 1! And lastly, the absolutely ghafflebette news: the Pin-Up on this prog's back cover heralds the return – in prog 466 – of Art Robot Brett Ewin's favourite Psi Division operative....*Anderson!* 2000 AD – all the news that's fit to thrill!
SPLUNDIG VUR THRIGG!

DREDD'S DARK SECRET (No.2)

£10 Winner.



Drawn by Earthlet John Davies, Stamford-On-Avon.

THARG

THARG THE HITCH-HIKER

Drawn by Earthlet Adam Gill, Leicester. £10 Winner.



BACK PROGS : WHERE AND WHEN?

Dear Tharg,

I have read as many copies of 2000 AD as I can, but unfortunately I only started last year, so could you answer some questions for me? 1) Where can I get back progs? 2) In which progs would I find the Judge Child saga? 3) In which progs would I find *Judge Dredd* in his Cursed Earth saga? 4) In which progs would I find *Judge Anderson's* first fight with Judge Death? From curious Earthlet David Bulloch, Ayrshire. £5 Winner.

1) Since you are living in Scotland, I suggest you try contacting AKA Bookshop in Glasgow about your back prog queries. 2) Progs 156-181. 3) Progs 61-85. 4) Progs 149-151.

THE LONG DRIVE?

Dear Tharg,

After buying your latest zarjaz publication, "The Best Of 2000 AD Monthly", I recalled again an old query of mine. Why, when a judge takes 'The Long Walk', doesn't he take his lawmaster bike with him, to aid him on his quest?

From equally curious Earthlet Matthew Fowler, North Harrow. £5 Winner.

There are 2 good reasons for this, Earthlet Matthew. First, that judge would know that his lawmaster was more urgently needed within the confines of the city he was leaving behind him. Second, and rather more to the point, there are very few garages in the Cursed Earth.

BAD CITY WHO?

Dear Tharg,

If it is going to be a real story, then what is "Bad City Blue" going to be about? Will it be drawn completely by Psmith? What prog will it start in? And will it be connected with *Judge Dredd*, *Rogue Trooper*, *Strontium Dog*, *The ABC Warriors*, or any other of your characters? Or will it have nothing to do with any of them at all?

From extremely curious Earthlet Oliver Redding, Birmingham. £5 Winner.

Created by brilliant robots Grant/Grover, and drawn by the brilliant Psmith, my truly zarjaz *Bad City Blue* has nothing at all to do with any of the characters you named. It is an all-new scrotnig thrill, the product of years of planning, and it's guaranteed to blast your circuits to pieces! However, you'll find that out for yourself when it starts in Prog 466 – the same prog in which my new *Anderson* series begins, so you'd best prepare your circuits for a double dose of thrill-power!

VOTE HERE!

Each week Tharg displays your drawings and letters on his Nerve Centre. There are big cash prizes for every entry published, so write to him now! The address is: THARG'S NERVE CENTRE, COMMAND MODULE 2018, KING'S REACH TOWER, STAMFORD STREET, LONDON SE1 9LS.

List your three favourite stories IN THIS PROG on the coupon and enclose it with your entry.

1.
2.
3.

I Dislike:

My Age is 455



TODAY WE WENT OUT ON JUNGLE PATROL, AND I SAW SOMETHING STRANGE.

I SAW SOMEONE GET OLDER AFTER THEY WERE DEAD.



I ALWAYS THOUGHT THAT WHEN THINGS DIED, THEY STOPPED AGING. IF I THINK OF BRINNA, SHE'S THE AGE SHE WAS WHEN LAST I SAW HER ALIVE.



AND THE TREES, IN THE FOREST TODAY... THEY WERE ALL TURNED TO STONE BY A KAPPA BOMB EXPLOSION EIGHT YEARS AGO.

THEY'VE STAYED THE SAME EVER SINCE. HAVEN'T CHANGED. HAVEN'T GROWN...

IT'S LIKE THE FLASH OF THAT K-BOMB TRAPPED THEM IN A SOLID HOLO-SNAP, FREEZING THE IMAGE AT THE MOMENT OF DESTRUCTION.



SUH...
SUH...
SUH...

IN A WAY, I'D ALWAYS THOUGHT DEATH WAS LIKE THAT FOR EVERYBODY...

... BUT AFTER TODAY I'M NOT SO SURE.

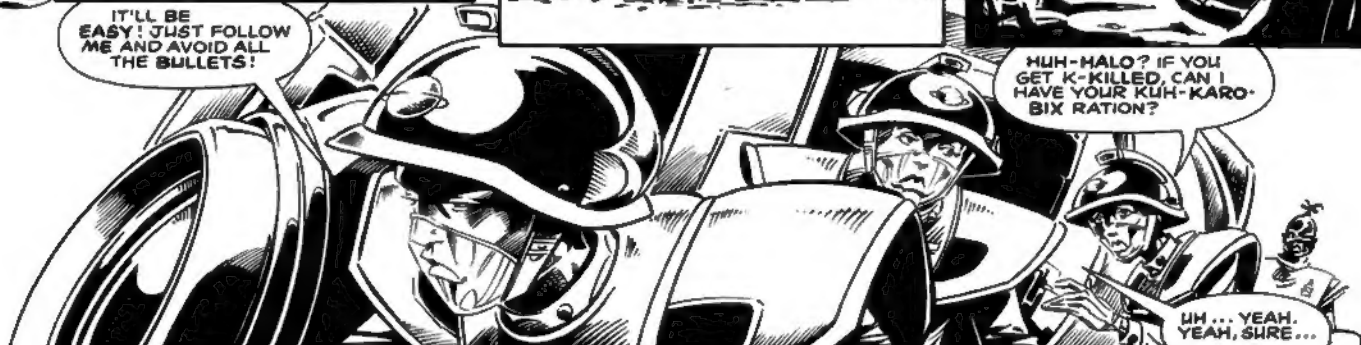
SUH...
SUH...
SUH...



PADAKKU!

The Ballad Of HALO JONES

2000AD
Credit Card:
SCRIPT DOBBS
ALAN MOORE
ARC DOBBS
IAN GIBSON
LETTERING DOBBS
STARKINGS
COMPU-73e



THEN TOY STARTED TO RUN
FOR THE NEAREST COVER,
AND LIKE A COMPLETE
GLOMBIE I JUST FOLLOWED HER.

NATURALLY, HER LEGS ARE
LONGER THAN MINE, SO SHE
WAS ACROSS THE CLEARING
BEFORE I WAS HALF-WAY.

POUK! POUK! POUK! POUK!

IT HARDLY SEEMED REAL.
SOMETHING KEPT TAKING
BITES FROM THE GRAVEL
AT MY FEET, AND ABOVE
THE GUNFIRE I COULD
HEAR A WOMAN SCREAMING
"ANWO KOYOK GA!"

THE BULLETS WERE
ALL THE TRANSLATION
I NEEDED.

ANWO
KOYOK
GA!

GET DOWN
HERE! Y'KNOW,
YOU RUN LIKE A
PROXIMAN. IT
LOOKS AWFUL!

LOOK, JUST
SHUT UP ABOUT
HOW I RUN! TOY, I
DIDN'T WANT TO
VOLUNTEER
FOR THIS!

LISTEN, IT'S LIKE
THAT GENERAL
CANNIBAL SAID...
COMBAT EXPERIENCE
IS MORE PRECIOUS
THAN WATER
OUT HERE!

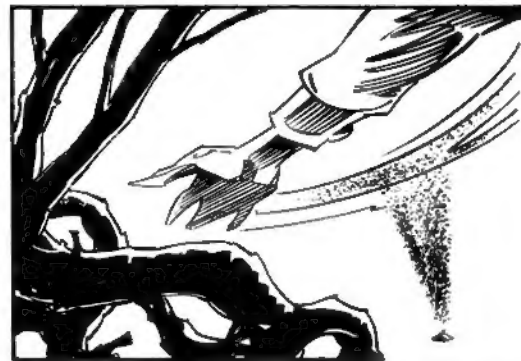
C'MON.
THIS
WAY...

WELL, THAT DOESN'T MAKE
SENSE. COMBAT IS WHAT'S
MOST LIKELY TO GET YOU
KILLED, ISN'T IT?

I MEAN, IS
WHAT WE'RE DOING
NOW COMBAT OR
JUST COMBAT
EXPERIENCE? HOW
CAN YOU TELL?

WELL THAT'S OBVIOUS:
IF WE'RE STILL ALIVE
AFTERWARDS, IT WAS
JUST COMBAT
EXPERIENCE.

NOW KEEP
QUIET. WE OUGHT
TO BE AROUND
BEHIND THAT TREE
BY NOW, ACCORDING
TO WHERE HER
VOICE WAS COMING
FROM...





HA HA HA!
I WHACKED HER!
Y'SEE THAT? JUST
BLEW THAT DIRTY
RATGASH OUT OF
HER TREE!

HA HA
HA!



NICE
WORK.

OKAY, THE ONLY WAY
YOU EVER GET CLOSE
ENOUGH FOR A GOOD LOOK
AT A LOBIS LOYO FANN
GUERILLA IS IF YOU'RE
DEAD OR SHE IS. SO
HERE'S YOUR CHANCE.

TUH-
TURN HER
OVER...



AW.

AWW, WILL
YOU LOOK AT
THAT?

TOY?
SHE... SHE
CAN'T HAVE
BEEN MORE
THAN ELEVEN
YEARS
OLD...



E-ELEVEN? NAH!
NO CHANCE!
GIRL! THESE GUERILLA
WOMEN, THEY LOOK
YOUNG 'CUZ THEY'RE
SMALL...

SHE'S
EIGHTEEN
EASY.

SHE CUH-
COULD BE
EVEN OLDER...
THAT CUH-
CAMOUFLAGE
MUD THEY USE
HIDES THE WR-
WRINKLES...

PRIVATE JUKES
IS RIGHT. SHE COULD
BE TWENTY-FIVE
UNDER THAT GUNK...

HUH!
MORE LIKE
THIRTY...



WE STRAIGHTENED UP THE SWEEPTEEP,
LOADED THE BODY ON BOARD AND
RETURNED TO CAMP THROUGH THE
PETRIFIED TREES.

THE SNIPER GOT
OLDER ALL THE
WAY HOME...

... AND BY THE TIME
WE REACHED BASE
SHE'D PRACTICALLY
DIED OF OLD AGE.

NEXT
PROG

ARMIES OF THE NIGHT

Slaine

IN THE TOMB OF GRIMNISMAL, WE ENTERED THE ROOM ACROSS THE CORRIDOR...

THIS MUST BE THE LAIR OF NIDHUG... DRAGON-GUARDIAN OF THE TOMB!

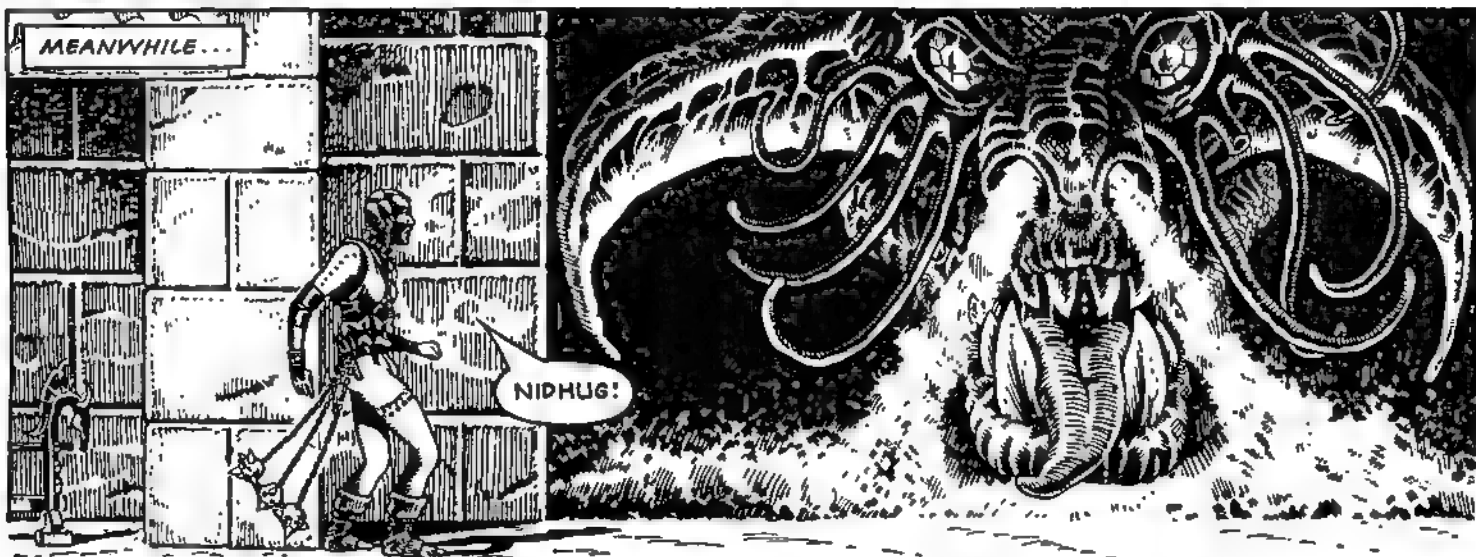






SLAINE WAS HIS USUAL UNPLEASANT SELF... ENJOYING OFFENDING PEOPLE...







SHE RAISED
HER TATHLUM
TO STRIKE...



BUT THE SERPENT'S
JEWELLED EYES GLEAMED...



AND A VOICE ECHOED
INSIDE HER HEAD...

'PUT THE WEAPON DOWN.
COME CLOSER.'

PUT... THE
WEAPON... DOWN...



'I HAVE THE POWER TO MAKE
YOU BEAUTIFUL AGAIN...
LOOK INTO MY EYES...'



I'M
BEAUTIFUL...!



FATHER!
SLAINE!
QUICK!
COME AND
SEE...

TLACHTGA?



Game: Pat Mills. Art: Garry Leach.

LAST WEEK

YOUR WARP RATINGS:

TREASURE:

(From Part Eight)

IF YOU chose...

A) The passage to your right....Roll one die.
If it's a 1, 2 or 3, you fall in the Fear Pit (see below).
If it's a 4, or a 5, you fall in the Pain Pit (see below).
If it's a 6, you realise this main route will be riddled with traps. You carefully retrace your steps and decide on the route in C).

THE FEAR PIT

At the bottom of the pit is...whatever you fear most in the world. It may be a snake, a hairy spider, or something so horrible you can't even think about it. You may think no-one else knows your secret fear, but the Dark God knows! For in the pit is a SLUAGH – one of its dream creatures – that can read your mind and turn itself into your **worst nightmare**. Slowly this unspeakable creature closes in on you...and there's nowhere for you to run...

It's so vile, so disgusting, that your stomach turns and your knees knock. You are too petrified to fight or ask Myrddin for magical help. Only your fellow adventurers can help. They drag you screaming from the pit, leaving you all exhausted.

Deduct 30 warp points and one hour on your clock.

THE PAIN PIT

As you fall, a lid closes over the pit preventing your friends rescuing you. You land heavily, knocking yourself out. When you come round, you find yourself strapped to a table, unable to move. You are in a small, but surprisingly well-equipped, torture-chamber.

An Orgot torturer leers over you. He is trained to read his victims' minds and knows **exactly** the torture you would hate the most. He shows you his instruments and indicates with grunts and gestures what he's going to do... then he starts his hideous work. You cry out, but this only seems to encourage him.

He is immune to magic and only bribery will provide your escape. You scream up at Ukko to throw down some treasure.

Roll one die. If it's 5 or less, Ukko will agree. If it's a 6, the greedy little rat won't part with any loot. Your quest ends here, just as soon as the Orgot has finished working on you...

If Ukko does agree, the torturer wants treasure worth 100 points. Weeping, Ukko throws it down. If he doesn't have enough, you will be left forever in the Orgot's foul clutches. Otherwise he gives you your freedom. But you're in a bad way from the horrible things he's already done to you.

Deduct 14 warp points and one hour on your clock (Also deduct 100 treasure points).

B) You enter the room with the books.



If you... 1) Open the box you find there.
You slowly raise the lid, expecting something vile to jump out and get you. But you're brave enough to continue...

Inside is a scroll with strange Cythron numbers on. Realising it may be valuable, you give it to Nest and Ukko to work out.
Make a note that you have 'SCROLL ONE'.

You then decide to leave this room. Go to C).

If you... 2) Examine the books.

You leaf through the pages of an ancient book. It's written in Cythron, but there are several gruesome diagrams showing acts of appalling cruelty to humans. And yet there is a point to the horror. You realise it's a technical manual on how the Cythrons 'farm' humans for their auras.

Ukko looks on, laughing at the sick pictures. This doesn't amuse you and you slam the book shut on his face. This causes a scroll and a black, hairy spider to fall out of the spine.

If you would like the scroll, you will have to fight the spider sitting on top of it. If you do not want the scroll, you decide to leave this room. Go to C).

The spider is quick and venomous. You must therefore add 3 to his total in each combat round.

SPIDER'S WARP RATING: 4. COMBAT ADD: + 3. TIME: TEN MINUTES.

ON MAGIC PENALTY: 50 MINUTES.

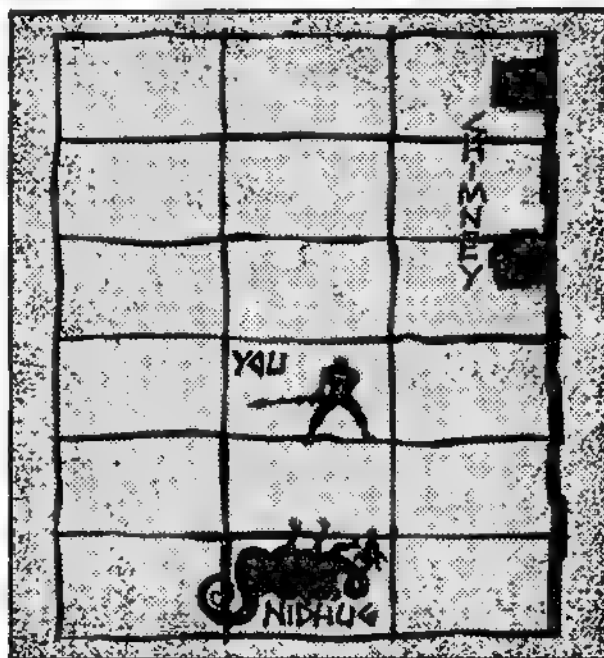
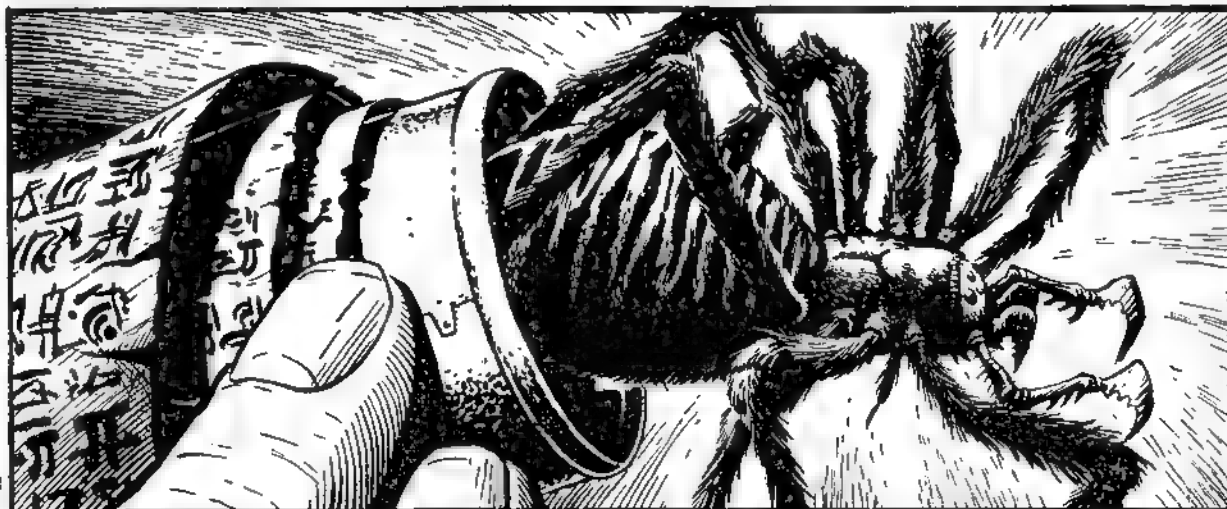
If you kill it, you have a look at the scroll. On it is a strange diagram. Realising it may be valuable, you give it to Nest. *Make a note that you have 'SCROLL TWO'.*

You then decide to leave this room. Go to C).

If you... 3) Walk through the room.

You find there is no other exit and leave the room the way you came. Go to C).

C) You decide to enter the second room – the one opposite the High Priests' Room. See the story. You must now deal with the problems arising THIS WEEK.



THIS WEEK

Regardless of how much time you lost as a result of the choices you made last week, your adventures this week took **twenty minutes**. (This is because you were enjoying yourself drinking Orgot ale and your adventures took longer than usual!) **Deduct twenty minutes from your clock.**

At the end of the episode, Nidhug blasted fire in your direction. You try to leap out of the way...**but which way?**

Indicate which **adjacent** square you will jump to. Or you may stay where you are. You cannot leap two squares away. If you are burned by Nidhug – the flames will kill you!

Find out your fate next week and make a note of your final score in the box below.

YOUR FINAL WARP RATING :

TREASURE :

YOUR adventures as a warped warrior also continue in **DICEMAN – 2000 AD's Fantasy Game Special...On Sale NOW!**

NEXT PROG: WILL YOU REACH THE FINAL LEVEL ?

MEGA-CITY ONE. SHO-JAN, WARLORD OF JI, HAS SUMMONED THE DEMONIC WARRIORS OF MAYHEM AND DESTRUCTION, THE SEVEN SAMURAI - AND UNLEASHED THEM....!

THE WARLORD

PART 5.

AIEEEEEEE!



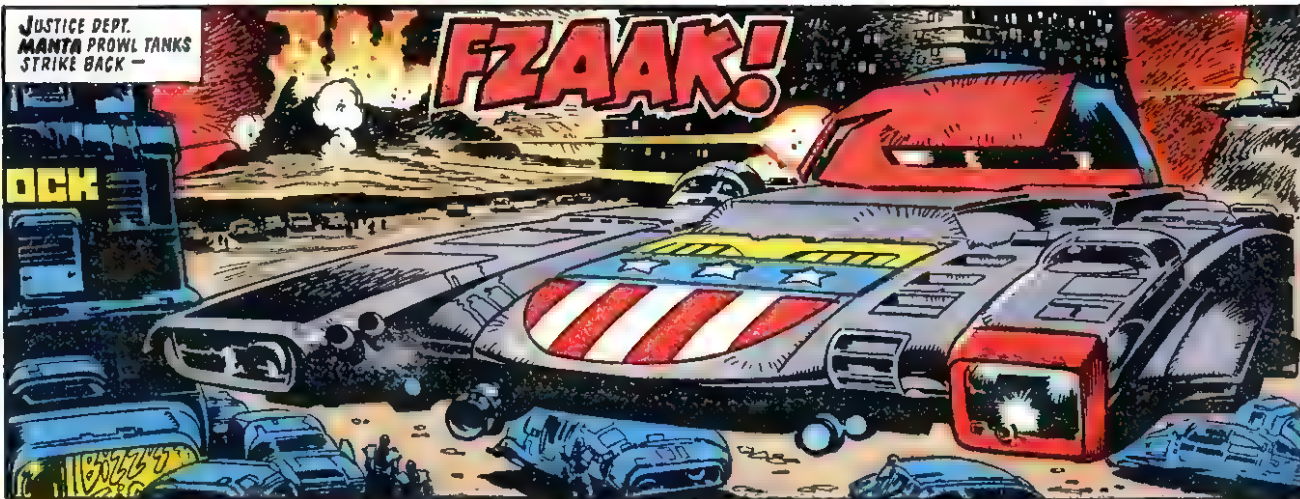
RUN! THEY'RE DESTROYING EVERYTHING!

JUDGE DREDD

JUSTICE DEPT.
MANTA PROWL TANKS
STRIKE BACK -

DOCK

FZAAK!

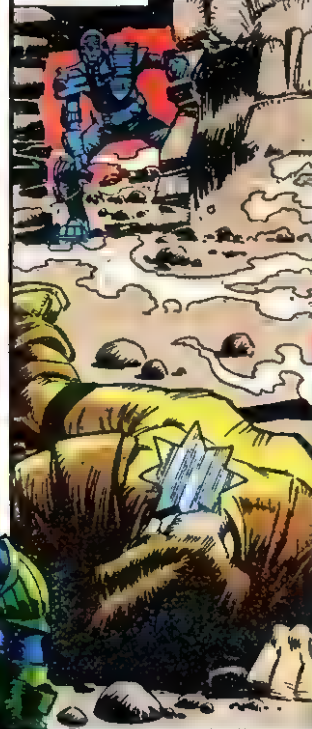


WASTE YOUR TIME, FOOLS! NO MISSILE CAN PENETRATE MY PSIONIC SHIELD!



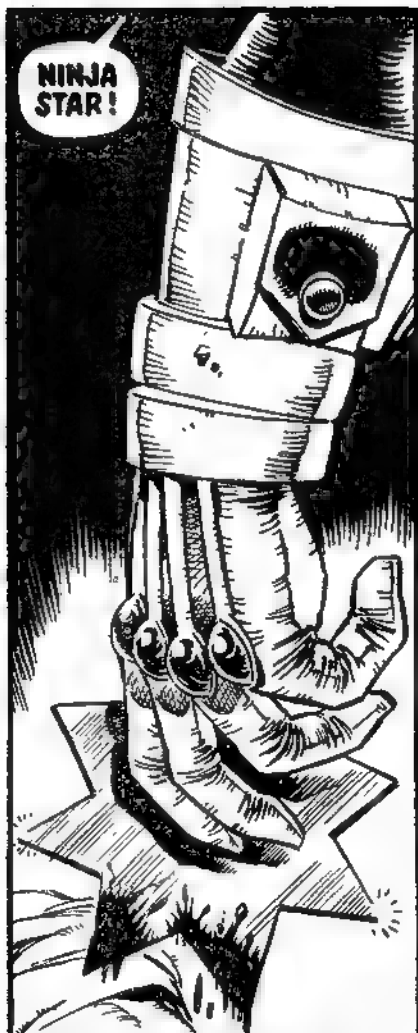
THEY'RE TRYING TO TAKE OUT SHO-JAN - MUST RECKON THAT'S THE KEY TO DEALING WITH THE SEVEN SAMURAI!

BIKE GONE - GUN GONE - WRIST GONE - YET DREDD KNOWS HE MUST ACT...



ORDINARY WEAPONS CAN'T GET THROUGH! GOTTA THINK OF SOMETHING MORE POWERFUL!





NINJA
STAR!

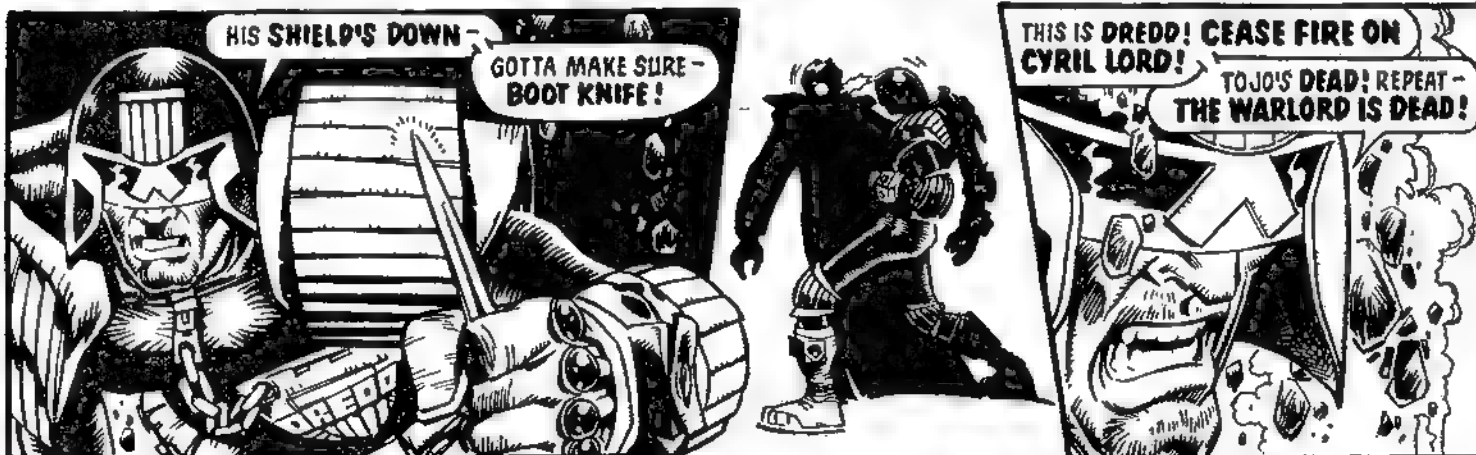


SHOJAN NOTICES THE FLASH
AS HIS SHIELD IS PIERCED -



BUT EVEN HIS MASSIVE
PSI-POWER CANNOT
STOP THE ENCHANTED
SAMURAI WEAPON -

CHUNK!



HIS SHIELD'S DOWN -

GOTTA MAKE SURE -
BOOT KNIFE!

THIS IS DREDD! CEASE FIRE ON
CYRIL LORD!

TO JO'S DEAD! REPEAT -
THE WARLORD IS DEAD!



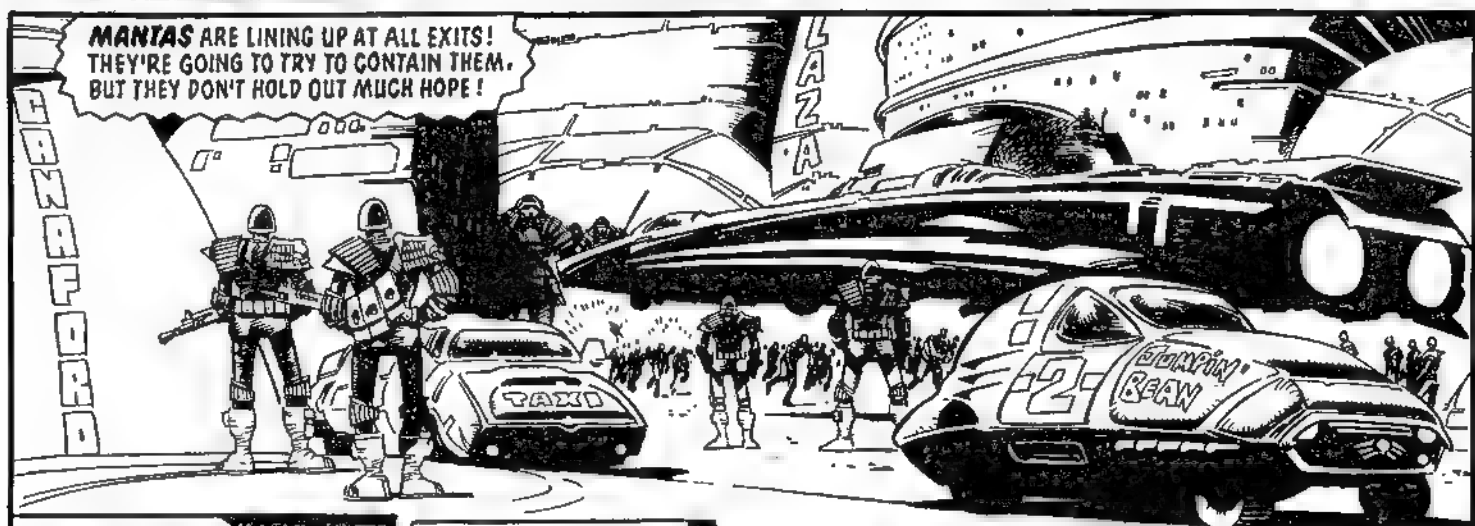
CHIEF JUDGE! DREDD'S ALIVE!
HE'S JUST CALLED IN - SAYS
SHOJAN'S DEAD.

AND THE
SEVEN
SAMURAI?



NO SUCH LUCK! NOW
THEY'RE WREAKING HAVOC
IN CANAFORD PLAZA!

AAAAAH!



MANTAS ARE LINING UP AT ALL EXITS!
THEY'RE GOING TO TRY TO CONTAIN THEM,
BUT THEY DON'T HOLD OUT MUCH HOPE!



DREDD - THIS IS
THE CHIEF JUDGE.
THE SAMURAI ARE
STILL AT LARGE.

WHAT ABOUT
PSI-DIVISION -
CAN'T THEY
COME UP WITH
SOMETHING?



JUDGE OMAR - HEAD OF
PSI-DIVISION -

NOTHING WILL WORK,
SHORT OF A PSI-FORCE
GREATER THAN THEIR
OWN - AND NONE OF MY
OPERATIVES COMES
ANYWHERE NEAR.



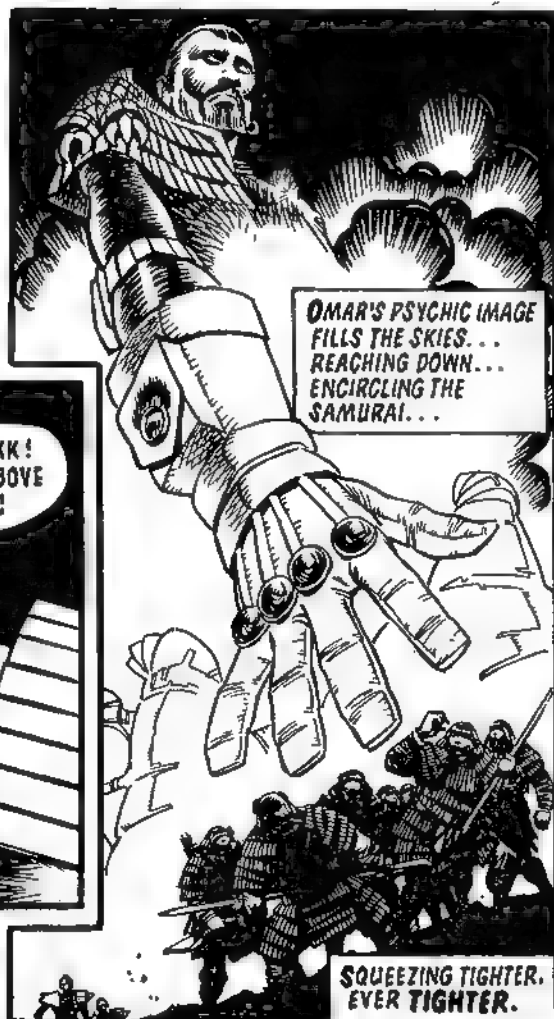
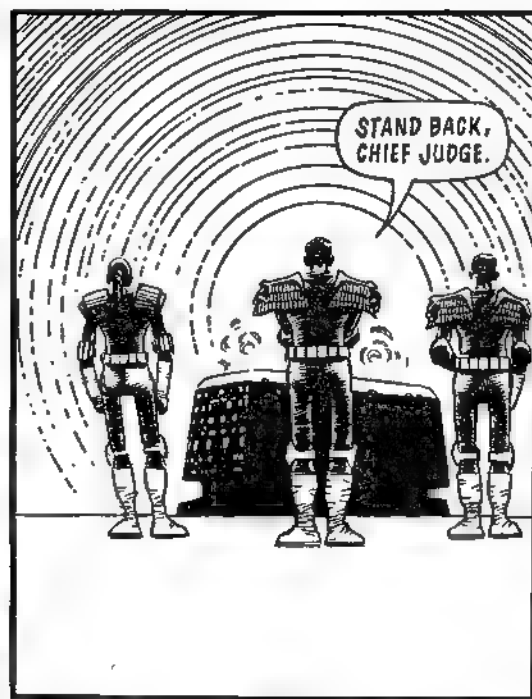
THINK, MAN! THE
SECTOR HOUSE 9
AFFAIR - THAT
PSI AMP...!

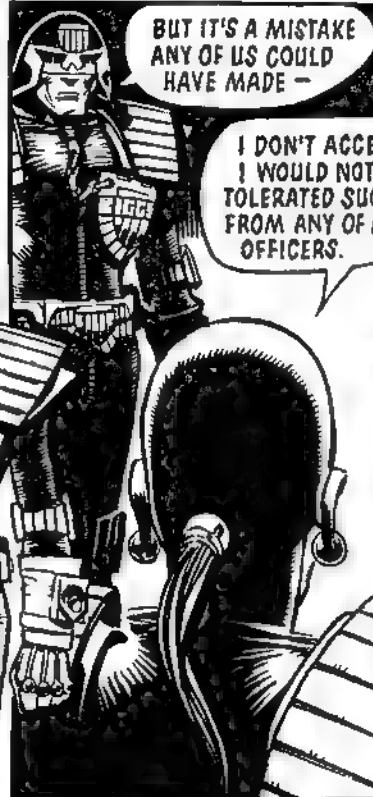


THE PSIONIC AMPLIFIER -
OF COURSE! WE HAVE IT IN
DIVISION LABS. IT
AMPLIFIES AN OPERATIVE'S
POWER A THOUSANDFOLD!

BUT IT'S USER-HOSTILE - THE
EFFECT IS ALWAYS FATAL.







NEXT PROG:
BEGGAR'S BANQUET!

Strontium Dog

793 A.D. MUTANT BOUNTYHUNTER JOHNNY ALPHA HAS ENLISTED THE AID OF WOLF STERNHAMMER AND HIS VIKINGS TO TRACK DOWN MAX BUBBA'S MUTIE GANG — WHOSE PRESENCE IN THE PAST IS CREATING TIME DISTORTIONS THAT THREATEN TO WIPE OUT ALL HISTORY!

NOW, THE WARRIORS' SHIP DRAGONBREATH HAS GONE DOWN IN A MAELSTROM AND THE SURVIVORS FIND THEMSELVES WASHED UP IN AN UNDERGROUND CAVERN —

THERE'S NO WAY OUT — EXCEPT FOR THE WATER!

IMPOSSIBLE! WE'D NEVER SWIM BACK AGAINST THAT CURRENT!

2000AD
Credit Card!

SCRIPT: ROBOT
ALAN BENT
ART: ROBOT
CARLOS EZQUERRA
LETTERING: ROBOT
TONY JACOB

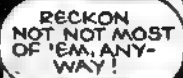
COMPU-73c

THERE'S AIR HERE — SEEPING IN FROM SOMEWHERE!

IT'S A FISSURE! IT WIDENS OUT AS IT RISES!









FREE PANINI ALBUM IN ROY OF THE ROVERS AND EAGLE — THIS WEEK!

ACE TRUCKING CO. The Doppelgarp

ON 8-FIVE-FIVE, ACE GARP AND HIS CREW ARE ON THEIR WAY TO A SECRET RENDEZVOUS

SO... YOU'VE LOST THEM, EH? NINE CRACK CHICKENS— AND YOU CAN'T EVEN TAIL A PENCIL-BRAINED TRUCKER!

DON'T WORRY, CAPTAIN LEGHORN! WE'LL FIND THEM IF IT TAKES US A *MILION* YEARS!

WHAT'S THE AVERAGE LIFESPAN OF AN LICKPUCKAN CHICKEN, UNIT 1?

UH... 36 YEARS, SIR.

ENOUGH SAID. GET THAT BEAK CLEANED!

ANYBODY ELSE GOT ANY BRIGHT IDEAS?

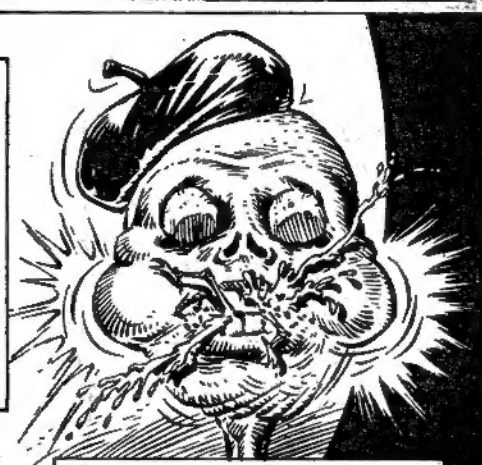
BRING IN ROOSTER COGBURN AND HIS BARNYARD COMMANDOS AND WIPE 'EM ALL OUT, SIR!

ROOSTER COGBURN? DON'T MENTION THAT CHICKEN TO ME, BOY! I SWORE NO UNIT OF MINE WOULD EVER WORK WITH HIM AGAIN AFTER THAT COLONEL SANDERS FIASCO!

BESIDES, BOOZLEBUGGING ISN'T YET A CAPITAL CRIME... MORE'S THE PITY!

NO, THERE'S ONLY ONE WAY TO TACKLE THIS. WE GO IN EASY... WE GO IN QUIET... WE GO IN UNDERCOVER!

2000AD
Credit Card:
SCRIPT ROBOT
GRANT GROVER
ART ROBOT
BELARDINELLI
LETTERING ROBOT
TONY JACOB
COMPU-73







PSI DIVISION MEMO 97816

Prediction by Judge Grover, Judge Grant & Judge Ewins. 99% certainty.



**ANDERSON
RETURNS IN
PROG 466!**

FRANK
EWINS